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11	0	11 and inode$1	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB
12	4	11 and location$1	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB

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15	742	15 and @ad < "20040211"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB
16	0	16 and (back$4up near9 (image$1 or snapshot$1))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB
17	0	16 and (back$4up with (image$1 or snapshot$1))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB
18	7262	(back$4up with (image$1 or snapshot$1))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB

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20	5465	(back$4up near9 (image$1 or snapshot$1))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB
21	4394	21 and @ad < "20040211"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB
22	22	22 and ((offset$1 with map$4) or (array$1 with byte$1 with offset$1 with address$3))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB
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	Hits	Search Text	DBs
25	5	((offset$1 adj map$4) or (array$1 with byte$1 with offset$1 with address$3)) and (backup adj (image$1 or snapshot$1))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB
26	47	7 and file$1 and director$3	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB
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28	2	(("6385706") or ("5701480")).PN.	US-PGPUB; USPAT
29	0	writ$4 with offset with map$1 with (backup near9 (image$1 or snapshot$1)) with (prior or before)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB

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Relevance scale

1 Image-based editing and image-based animation: Interactive material replacement in photographs

Steve Zelinka, Hui Fang, Michael Garland, John C. Hart
May 2005 **Proceedings of the 2005 conference on Graphics interface GI '05**
Publisher: Canadian Human-Computer Communications Society
Full text available: pdf(341.22 KB) Additional Information: full citation, abstract, references

Material replacement has wide application throughout the entertainment industry, particularly for post-production make-up application or wardrobe adjustment. More generally, any low-cost mock-up object can be processed to have the appearance of expensive, high-quality materials. We demonstrate a new system that allows fast, intuitive material replacement in photographs. We extend recent work in object selection and fast texture synthesis, as well as develop a novel approach to shape-from-shading ...

Keywords: image segmentation, jump maps, material replacement, shape from shading, texture synthesis

2 Adding shadows to a texture-based volume renderer

Uwe Behrens, Ralf Ratering
October 1998 **Proceedings of the 1998 IEEE symposium on Volume visualization**
Publisher: ACM Press
Full text available: pdf(840.76 KB) Additional Information: full citation, references, citings, index terms

Keywords: image compositing texture-based volume rendering, volume rendering shadow algorithms

3 Rendering and simulation: Physically-based visual simulation on graphics hardware

Mark J. Harris, Greg Coombe, Thorsten Scheuermann, Anselmo Lastra
September 2002 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS conference on Graphics hardware**
Publisher: Eurographics Association
Full text available: pdf(2.65 MB) Additional Information: full citation, abstract, references, citings, index terms

In this paper, we present a method for real-time visual simulation of diverse dynamic phenomena using programmable graphics hardware. The simulations we implement use an extension of cellular automata known as the coupled map lattice (CML). CML represents the state of a dynamic system as continuous values on a discrete lattice. In our implementation we store the lattice values in a texture, and use pixel-level programming to implement simple next-state computations on lattice nodes and their nei ...

Keywords: CML, coupled map lattice, graphics hardware, multipass rendering, reaction-diffusion, visual simulation

4 Cloth and filtering: The trilateral filter for high contrast images and meshes

Prasun Choudhury, Jack Tumblin

June 2003 **Proceedings of the 14th Eurographics workshop on Rendering EGRW '03**

Publisher: Eurographics Association

Full text available: pdf(2.10 MB) Additional Information: full citation, abstract, references, citings, index terms

We present a new, single-pass nonlinear filter for edge-preserving smoothing and visual detail removal for *N* dimensional signals in computer graphics, image processing and computer vision applications. Built from two modified forms of Tomasi and Manduchi's bilateral filter, the new "trilateral" filter smoothes signals towards a sharply-bounded, piecewise-linear approximation. Unlike bilateral filters or anisotropic diffusion methods that smooth towards piecewise constant solutions, the tr ...

5 Projective and view-dependent textures: Video flashlights: real time rendering of multiple videos for immersive model visualization

H. S. Sawhney, A. Arpa, R. Kumar, S. Samarasekera, M. Aggarwal, S. Hsu, D. Nister, K. Hanna

July 2002 **Proceedings of the 13th Eurographics workshop on Rendering EGRW '02**

Publisher: Eurographics Association

Full text available: pdf(9.52 MB) Additional Information: full citation, abstract, references, citings

Videos and 3D models have traditionally existed in separate worlds and as distinct representations. Although texture maps for 3D models have been traditionally derived from multiple still images, real-time mapping of live videos as textures on 3D models has not been attempted. This paper presents a system for rendering multiple live videos in real-time over a 3D model as a novel and demonstrative application of the power of commodity graphics hardware. The system, metaphorically called the *Vi* ...

6 Teleconferencing eye contract using a virtual camera

Maximilian Ott, John P. Lewis, Ingemar Cox

April 1993 **INTERACT '93 and CHI '93 conference companion on Human factors in computing systems**

Publisher: ACM Press

Full text available: pdf(289.32 KB) Additional Information: full citation, references

7 Some Properties of Regularized Kernel Methods

Ernesto De Vito, Lorenzo Rosasco, Andrea Caponnetto, Michele Piana, Alessandro Verri

December 2004 **The Journal of Machine Learning Research**, Volume 5

Publisher: MIT Press

Full text available: pdf(232.57 KB) Additional Information: full citation, abstract, references

In regularized kernel methods, the solution of a learning problem is found by minimizing

functionals consisting of the sum of a data and a complexity term. In this paper we investigate some properties of a more general form of the above functionals in which the data term corresponds to the expected risk. First, we prove a quantitative version of the representer theorem holding for both regression and classification, for both differentiable and non-differentiable loss functions, and for arbitrary ...

8 Seamless multi-projector display on curved screens

Jeroen van Baar, Thomas Willwacher, Srinivas Rao, Ramesh Raskar

May 2003 **Proceedings of the workshop on Virtual environments 2003 EGVE '03**

Publisher: ACM Press

Full text available: pdf(7.33 MB) Additional Information: full citation, abstract, references, citings, index terms

We describe a new technique to display seamless images using overlapping projectors on curved surfaces. Our method addresses issues such as automatic registration, smooth intensity blending and efficient rendering. Previous techniques for automatically registered seamless displays have focused mainly on planar displays. Techniques for curved screens currently involve cumbersome manual alignment to make the installation conform to the intended design.

Keywords: calibration, curved surfaces, projectors, rendering, seamless displays, virtual reality

9 Projective and view-dependent textures: Exact from-region visibility culling

S. Nirenstein, E. Blake, J. Gain

July 2002 **Proceedings of the 13th Eurographics workshop on Rendering EGRW '02**

Publisher: Eurographics Association

Full text available: pdf(984.67 KB) Additional Information: full citation, abstract, references, citings, index terms

To pre-process a scene for the purpose of visibility culling during walkthroughs it is necessary to solve visibility from all the elements of a finite partition of viewpoint space. Many conservative and approximate solutions have been developed that solve for visibility rapidly. The idealised *exact* solution for general 3D scenes has often been regarded as computationally intractable. Our exact algorithm for finding the visible polygons in a scene from a region is a computationally tractab ...

10 GPU rendering: Rendering geometry with relief textures

Lionel Baboud, Xavier Décoret

June 2006 **Proceedings of the 2006 conference on Graphics interface GI '06**

Publisher: Canadian Information Processing Society

Full text available: pdf(421.94 KB) Additional Information: full citation, abstract, references, index terms

We propose to render geometry using an image based representation. Geometric information is encoded by a *texture with depth* and rendered by rasterizing the bounding box geometry. For each resulting fragment, a shader computes the intersection of the corresponding ray with the geometry using pre-computed information to accelerate the computation. Our method is almost always artifact free even when zoomed in or at grazing angles. We integrate our algorithm with reverse perspective projectio ...

Keywords: GPU, heightfield, ray-tracing

11 Lower bounds on the VC-dimension of smoothly parametrized function classes

Wee Sun Lee, Peter L. Bartlett, Robert C. Williamson

July 1994 **Proceedings of the seventh annual conference on Computational learning theory**
Publisher: ACM Press
Full text available: pdf(680.84 KB) Additional Information: full citation, abstract, references, index terms

We examine the relationship between the VC-dimension and the number of parameters of a smoothly parametrized function class. We show that the VC-dimension of such a function class is at least k if there exists a k-dimensional differentiable manifold in the parameter space such that each member of the manifold corresponds to a different decision boundary. Using this result, we are able to obtain lower bounds on the VC-dimension proportional to the number of ...

12 Computer representation of planar regions by their skeletons
John L. Pfaltz, Azriel Rosenfeld
February 1967 **Communications of the ACM**, Volume 10 Issue 2
Publisher: ACM Press
Full text available: pdf(592.19 KB) Additional Information: full citation, references, citings, index terms

13 Session 11C: Provably good moving least squares
Ravikrishna Kolluri
January 2005 **Proceedings of the sixteenth annual ACM-SIAM symposium on Discrete algorithms**
Publisher: Society for Industrial and Applied Mathematics
Full text available: pdf(886.44 KB) Additional Information: full citation, abstract, references

We analyze a *moving least squares* algorithm for reconstructing a surface from point cloud data. Our algorithm defines an implicit function I whose zero set U is the reconstructed surface. We prove that I is a good approximation to the signed distance function of the sampled surface F and that U is geometrically close to and homeomorphic to F. Our proof requires sampling conditions similar to e-sampling, used in Delaunay reconstruction algorithms.

14 Virtual reality displays: Interactive light field display from a cluster of projectors
Matt Steele, Christopher Jaynes
July 2003 **ACM SIGGRAPH 2003 Sketches & Applications SIGGRAPH '03**
Publisher: ACM Press
Full text available: pdf(2.20 MB) Additional Information: full citation, abstract, references

We are developing a novel display system that physically realizes a sampling of the light field emitted by a three-dimensional scene. An array of projectors, each with a two-dimensional framebuffer, populates the 4D space of the light field. The view of the scene is simultaneously correct for all head positions within a volume. This eliminates the need for head tracking, produces binocular disparities without the need for glasses, and supports any number of viewers. Input to our display could be ...

15 Distance--Based Classification with Lipschitz Functions
Ulrike von Luxburg, Olivier Bousquet
December 2004 **The Journal of Machine Learning Research**, Volume 5
Publisher: MIT Press
Full text available: pdf(263.12 KB) Additional Information: full citation, abstract, references, citings, index terms

The goal of this article is to develop a framework for large margin classification in metric spaces. We want to find a generalization of linear decision functions for metric spaces and define a corresponding notion of margin such that the decision function separates the

training points with a large margin. It will turn out that using Lipschitz functions as decision functions, the inverse of the Lipschitz constant can be interpreted as the size of a margin. In order to construct a clean mathemati ...

16 Visualization: Motion coding for pattern detection

Colin Ware, Rusty Bobrow

July 2006 **Proceedings of the 3rd symposium on Applied perception in graphics and visualization APGV '06**

Publisher: ACM Press

Full text available: pdf(306.55 KB) Additional Information: full citation, abstract, references, index terms

A relatively underutilized method for visualizing data is to map variables directly to the oscillatory motion of glyphs. When doing this, the most straightforward parameters to consider are the frequency, phase and amplitude of sinusoidal oscillation. We report the results of an experiment that used a staircase procedure to assess human sensitivity to the frequency, phase and amplitude of motion as a method for revealing two-dimensional spatial patterns in data. For comparison, we displayed the ...

Keywords: data visualization, information visualization, motion highlighting, visual queries, visualization

17 Robust probabilistic projections

Cédric Archambeau, Nicolas Delannay, Michel Verleysen

June 2006 **Proceedings of the 23rd international conference on Machine learning ICML '06**

Publisher: ACM Press

Full text available: pdf(270.25 KB) Additional Information: full citation, abstract, references

Principal components and canonical correlations are at the root of many exploratory data mining techniques and provide standard pre-processing tools in machine learning. Lately, probabilistic reformulations of these methods have been proposed (Roweis, 1998; Tipping & Bishop, 1999b; Bach & Jordan, 2005). They are based on a Gaussian density model and are therefore, like their non-probabilistic counterpart, very sensitive to atypical observations. In this paper, we introduce robust probabilistic p ...

18 On the completeness and conversion of ray representations of arbitrary solids

Jai P. Menon, Herbert B. Voelcker

December 1995 **Proceedings of the third ACM symposium on Solid modeling and applications**

Publisher: ACM Press

Full text available: pdf(1.42 MB) Additional Information: full citation, references, citings, index terms

19 APL two by two-syntax analysis by pairwise reduction

J. D. Bunda, J. A. Gerth

June 1984 **ACM SIGAPL APL Quote Quad , Proceedings of the international conference on APL APL '84**, Volume 14 Issue 4

Publisher: ACM Press

Full text available: pdf(661.29 KB) Additional Information: full citation, abstract, references, citings, index terms

Benkard explains the precedence rules of APL with a syntactic binding hierarchy [1,2]. This paper uses the hierarchy as a basis for developing a more formal description of APL syntax which can be applied directly in a syntax analyzer. The flexibility of this approach makes it useful as a basis for examining the effect of proposed syntax changes and the

consequences of previous design choices.

20 An Implicit Algorithm for Support Minimization during Functional Decomposition
Christian Legl, Bernd Wurth, Klaus Eckl
March 1996 **Proceedings of the 1996 European conference on Design and Test**
Publisher: IEEE Computer Society
Full text available: pdf(875.87 KB) Publisher Site
Additional Information: full citation, abstract, citings

Functional decomposition is an important synthesis technique for lookup table based FPGAs. Given a partitioning of a function's input variables into bound set and free set, the extracted subfunctions usually depend on all bound set variables. We show that this, however, is often not necessary. We present an implicit algorithm that finds subfunctions with a minimal support among the huge number of possible subfunctions. Our approach includes non-disjoint decompositions as a special case. The algo ...

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21 A high speed mechanism for short branches

Bernard K. Gunther
December 1990 **ACM SIGARCH Computer Architecture News**, Volume 18 Issue 4
Publisher: ACM Press
Full text available: pdf(251.78 KB) Additional Information: full citation, abstract, citings, index terms

A semi-absolute branch instruction supplies the low-order bits of the destination address, or an offset into a frame, while the high-order bits the destination address, or frame number, are derived from the current frame number. The branch mechanism proposed here compares a small number of the most significant bits of a current and destination frame offsets followed by a possible increment or decrement of the current frame number, allowing branches to be effected more rapidly, for a given hardwa ...

22 Session 4B: Dotted interval graphs and high throughput genotyping

Yonatan Aumann, Moshe Lewenstein, Oren Melamud, Ron Y. Pinter, Zohar Yakhini
January 2005 **Proceedings of the sixteenth annual ACM-SIAM symposium on Discrete algorithms**
Publisher: Society for Industrial and Applied Mathematics
Full text available: pdf(927.73 KB) Additional Information: full citation, abstract, references

We introduce a generalization of interval graphs, which we call *dotted interval graphs (DIG).* A dotted interval graph is an intersection graph of arithmetic progressions (=*dotted intervals*). Coloring of dotted intervals graphs naturally arises in the context of high throughput genotyping. We study the properties of dotted interval graphs, with a focus on coloring. We show that any graph is a *DIG* but that *DIGd* graphs, i.e. DIGs in which the arithmetic progre ...

23 Color jet plotter

Mikael Jern
April 1977 **ACM SIGGRAPH Computer Graphics**, Volume 11 Issue 1
Publisher: ACM Press
Full text available: pdf(977.08 KB) Additional Information: full citation, references

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US Pat. 6385706 - Filed Dec 31, 1998 - EMX Corporation
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Distributed multi-version commitment ordering protocols for guaranteeing serializability during transaction processing
US Pat. 5701480 - Filed Apr 14, 1993 - Digital Equipment Corporation
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